

PHYLLIS FENG

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EDUCATION

Carnegie Mellon University

May 2025

B.S. in Information Systems, Minor in Human-Computer Interaction

Dean's List with High Honors

3.94/4.00

SKILLS

Tools: Figma, Balsamiq, Adobe XD, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, Microsoft Office, Google Suite

Methods: Wireframing, Prototyping, Heuristic Evaluation, User Research / Testing, Information Architecture, Competitive Analysis

Technical: Ruby on Rails, Python, Java, SQL, JavaScript, jQuery, CSS, HTML

WORK EXPERIENCE

Medmeet | *UX Design Intern*

Present

- Design low-fi and hi-fi wireframes for new platform; outline user flows and information architecture to development team
- Establish company's brand identity and design system using style guides and documentation

Human-Computer Interaction Institute | *UX Researcher*

Present

- Explore the intersection of AI and everyday users by analyzing past case studies and interviewing experts
- Ideate, design, and prototype novel tools to scaffold user-driven auditing and collective sensemaking

Flourish Labs | *UX Designer*

Present

- Provide consultations and assist product team in their rebranding, redesigning initiatives
- Contribute to monthly design briefs as part of their pilot program the Creative Collective

re:Bloom Digital Agency | *UI/UX Intern*

Summer 2022

- Designed website for client to establish their brand identity; incorporated SEO, ADA requirements, and various business tools that contributed to a 196% month-over-month increase in page visits
- Engaged with client to define project goals, outline user needs, give brand recommendations, and review detailed documentation of work

EXTRACURRICULARS AND PROGRAMS

Big Straw Magazine | *Lead Layout Designer & Co-President*

Fall 2021 – Present

- Manage creation of physical and digital issues, magazine themes, and articles; handed out 400+ issues to the Carnegie Mellon community
- Oversee and participate in designing article layouts that engage readers and communicate content effectively
- Spearhead weekly meetings with club members to discuss ongoing work and provide feedback

IBM Accelerate Design Track | *Fellow*

Present

- Part of 7% accepted from a pool of 7,000; apply fundamentals of UX design to emerging technologies
- Network with peers and receive coaching from experts regarding industry skills and career path

Design for America | *Team Designer*

Fall 2022 – Spring 2023

- Collaborated with Human-Computer Interaction Institute to centralize and provide information about Carnegie Mellon research opportunities while making them discoverable
- Worked within a team of 9 using human-centered design to explore problem spaces in finding research opportunities, identify key pain points, and build solutions

Meta Design Summit | *Selected Student*

Summer 2022 – Fall 2022

- Participate in educational and programming events teaching foundational design skills
- Cultivate relationship with product design mentor to discuss career goals, craft portfolio, and explore product design

Students Using Data for Social Good | *Developer*

Fall 2021 – Spring 2022

- Collaborated with local Pittsburgh organization Group Against Smog and Pollution to build an online educational tool for teaching the public about air quality patterns
- Worked within a team of 7 to ideate, plan, and develop product

RELEVANT COURSEWORK

Application Design and Development

Spring 2023

Fundamentals of Programming and Computer Science

Spring 2022

Information Systems Milieux

Spring 2022

Information and Grid Design

Fall 2022